Sleight of Mind



Interrupt

Change the text of any card being played or already in play by replacing one color word with another. For example, you can change "Counters red spells" to "Counters black spells." Cannot change mana symbols.

Illus. © Mark Poole

Sleight of Mind



Interrupt

Change the text of any card being played or already in play by replacing one color word with another. For example, you can change "Counters red spells" to "Counters black spells." Cannot change mana symbols.

Illus. © Mark Poole

Sleight of Mind



Interrupt

Change the text of any card being played or already in play by replacing one color word with another. For example, you can change "Counters red spells" to "Counters black spells." Cannot change mana symbols.

Illus. © Mark Poole

Sleight of Mind



Interrupt

Change the text of any card being played or already in play by replacing one color word with another. For example, you can change "Counters red spells" to "Counters black spells." Cannot change mana symbols.

Illus. © Mark Poole

Sleight of Mind



Interrupt

Change the text of any card being played or already in play by replacing one color word with another. For example, you can change "Counters red spells" to "Counters black spells." Cannot change mana symbols.

Illus. © Mark Poole

Sleight of Mind



Interrupt

Change the text of any card being played or already in play by replacing one color word with another. For example, you can change "Counters red spells" to "Counters black spells." Cannot change mana symbols.

Illus. © Mark Poole

Sleight of Mind



Interrupt

Change the text of any card being played or already in play by replacing one color word with another. For example, you can change "Counters red spells" to "Counters black spells." Cannot change mana symbols.

Illus. © Mark Poole

Sleight of Mind



Interrupt

Change the text of any card being played or already in play by replacing one color word with another. For example, you can change "Counters red spells" to "Counters black spells." Cannot change mana symbols.

Illus. © Mark Poole

Sleight of Mind



Interrupt

Change the text of any card being played or already in play by replacing one color word with another. For example, you can change "Counters red spells" to "Counters black spells." Cannot change mana symbols.

Illus. © Mark Poole